

Figure 1

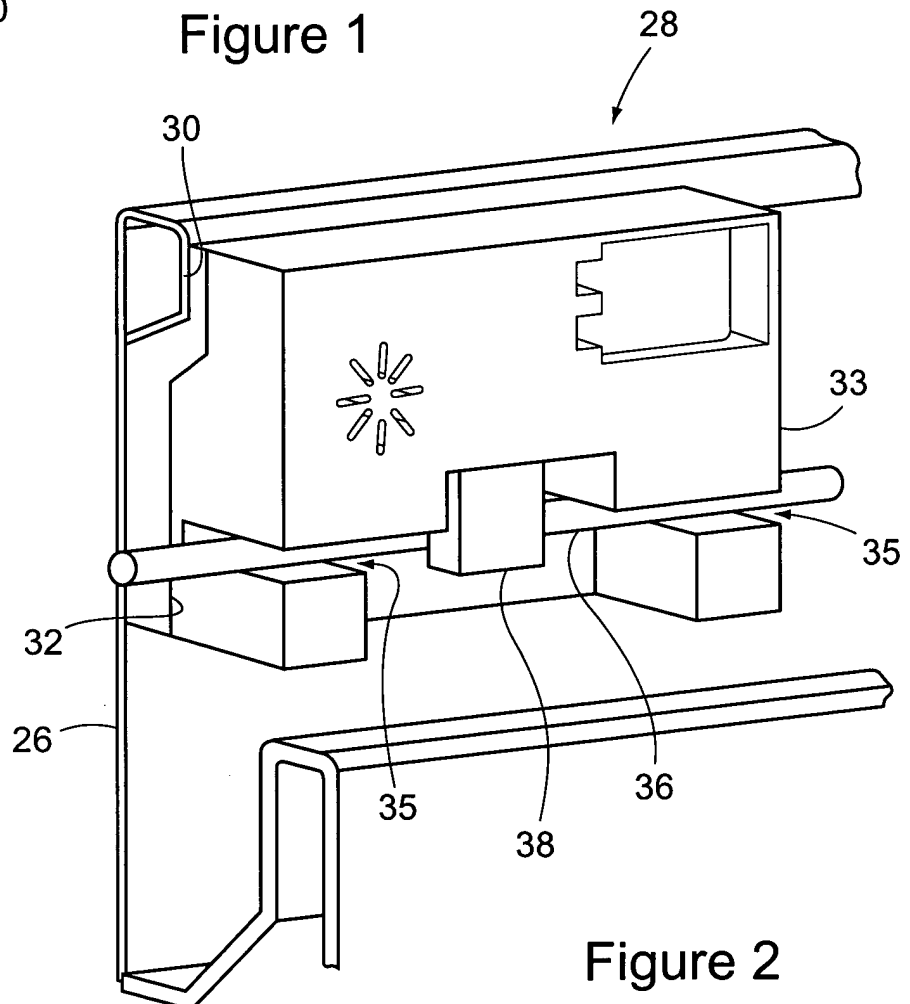


Figure 2

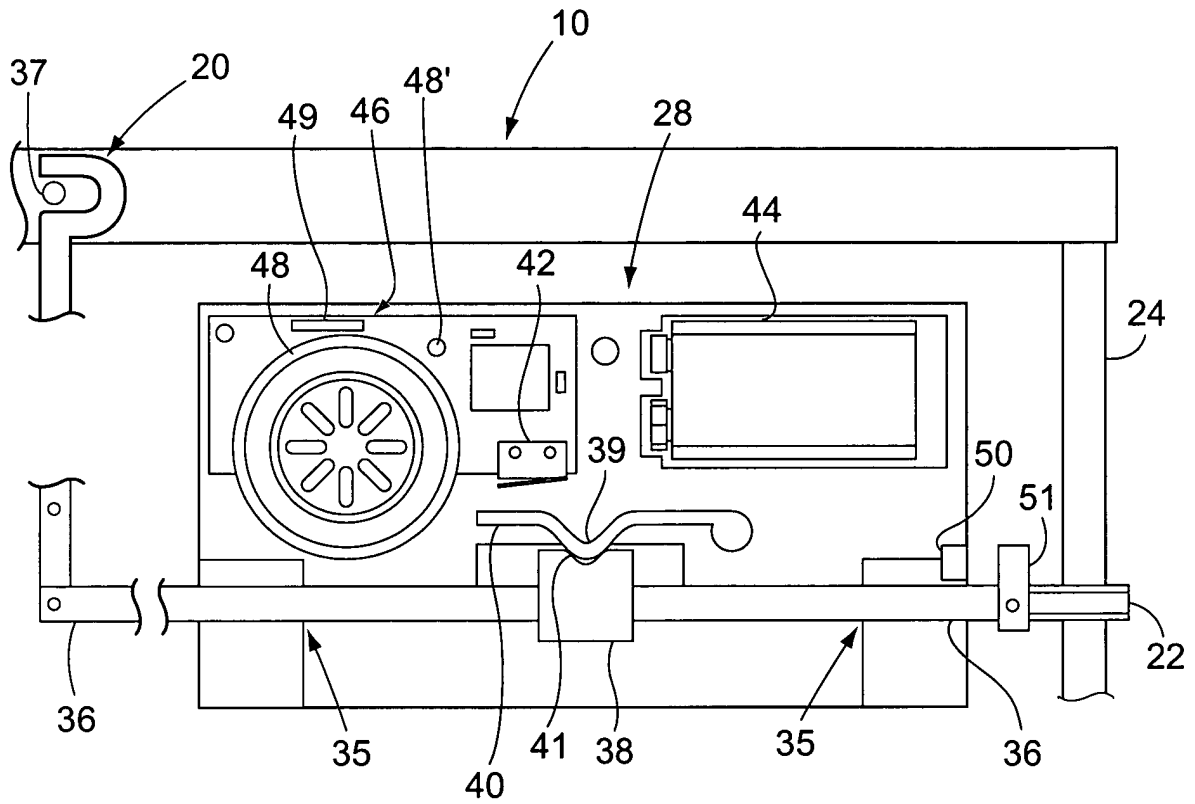


Figure 3

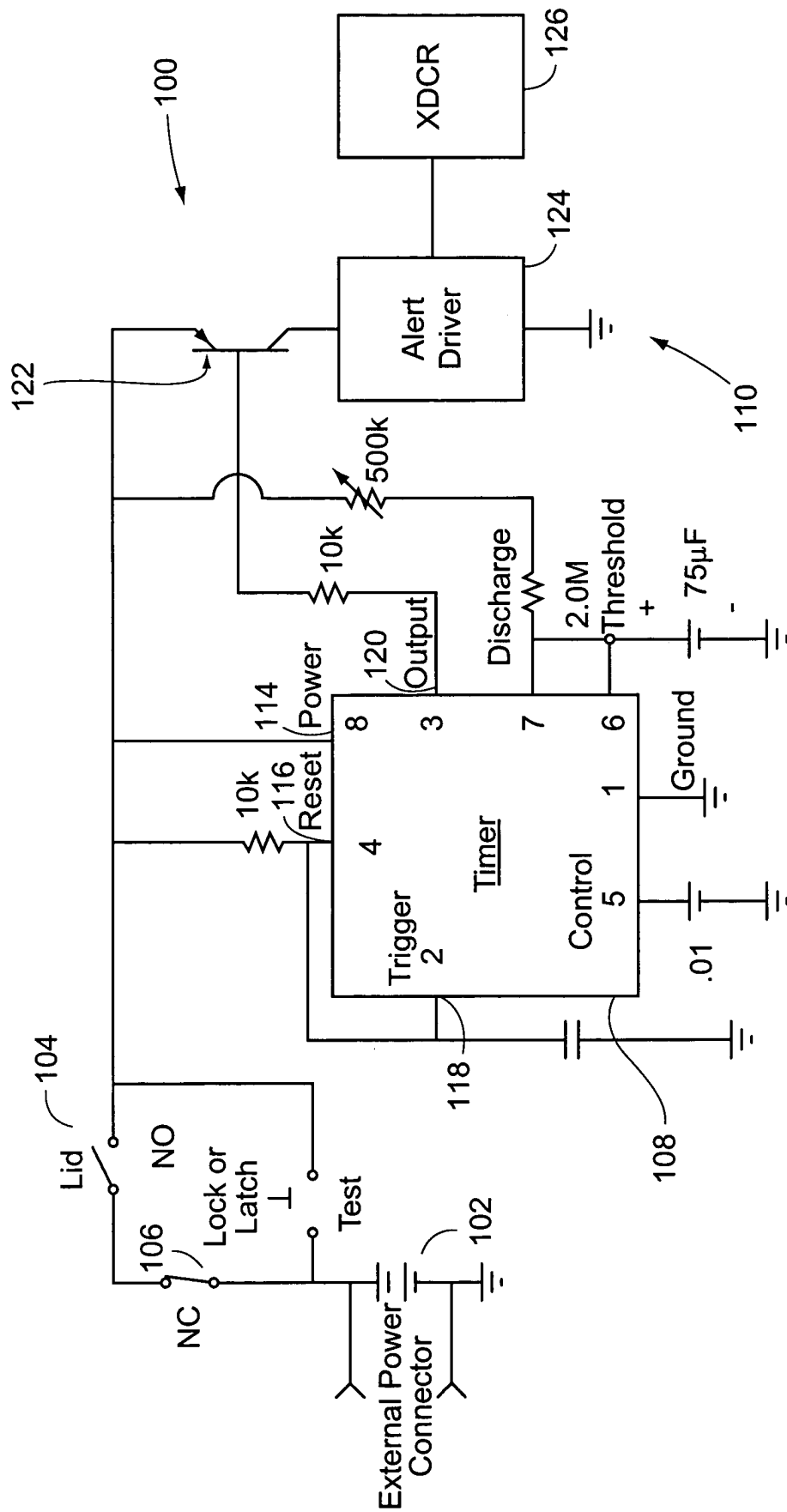


Figure 4

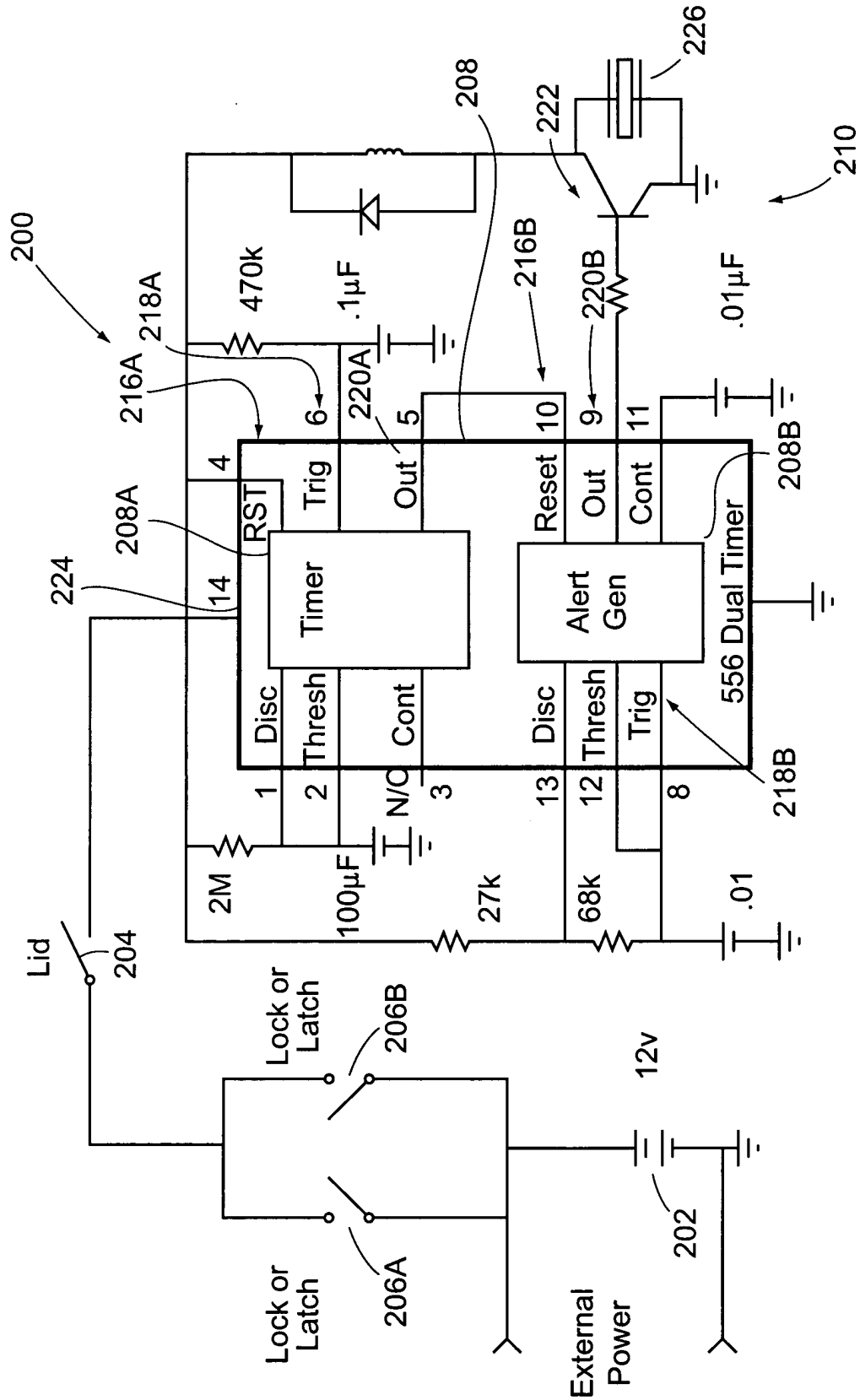


Figure 5

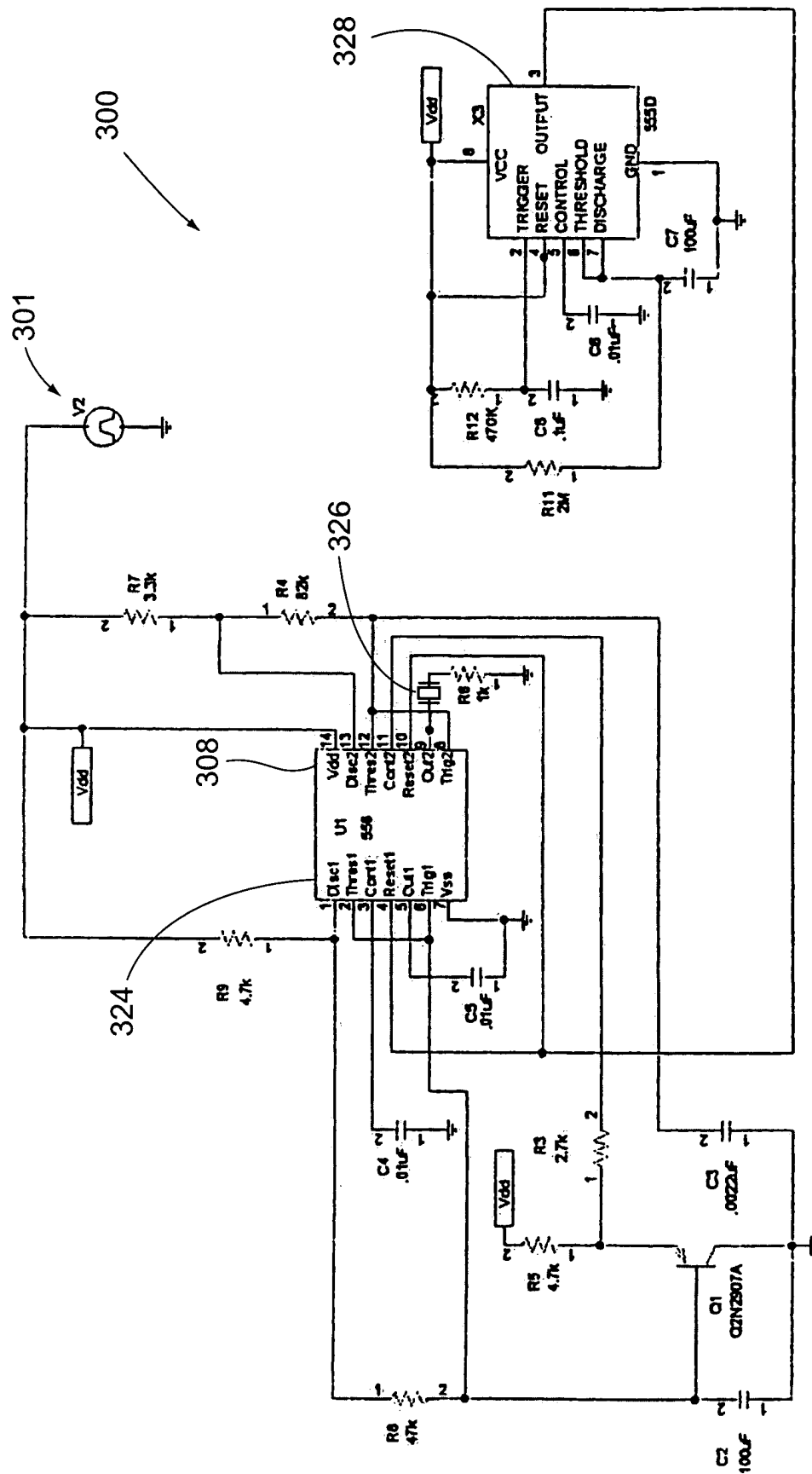


Figure 6

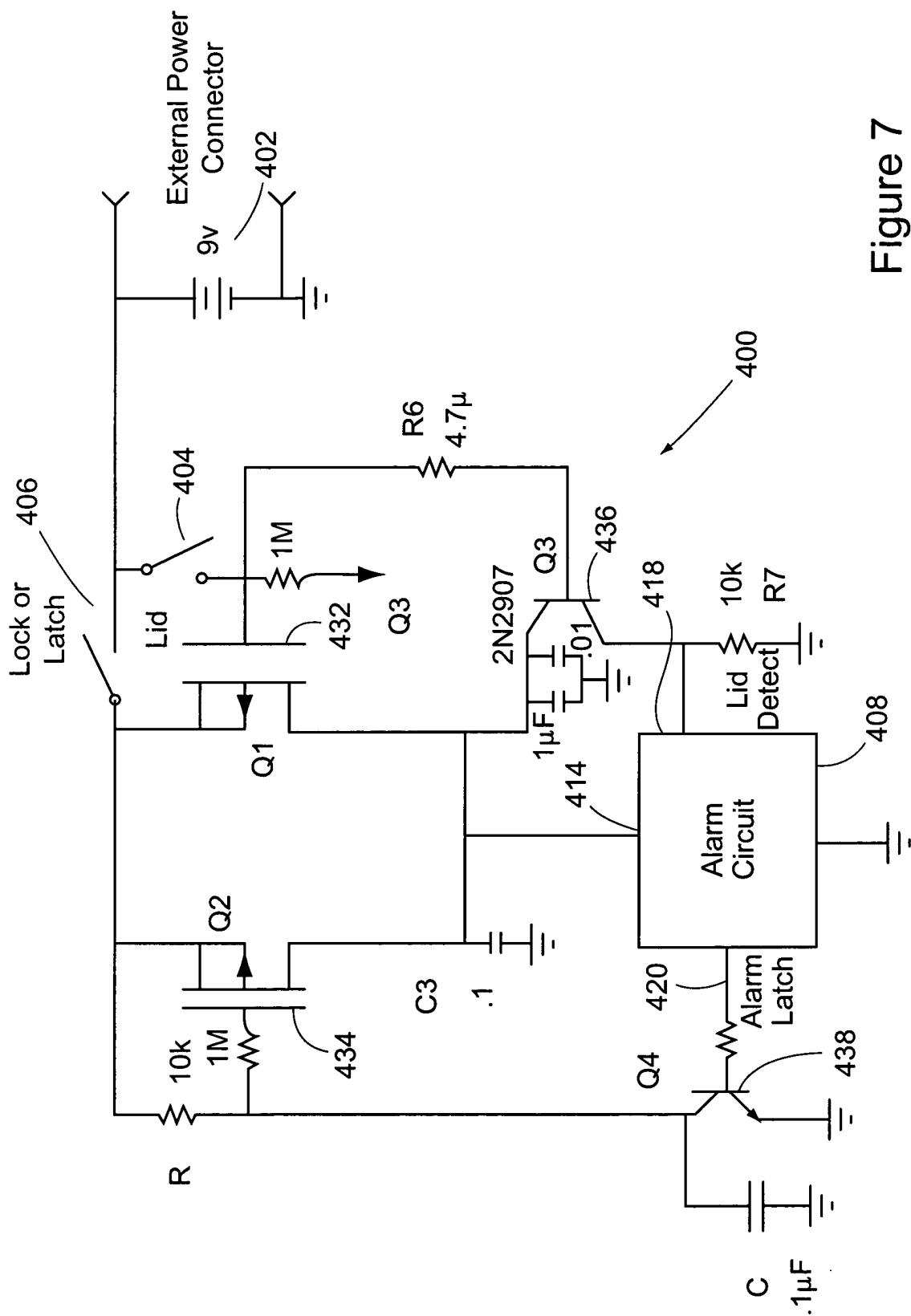


Figure 7

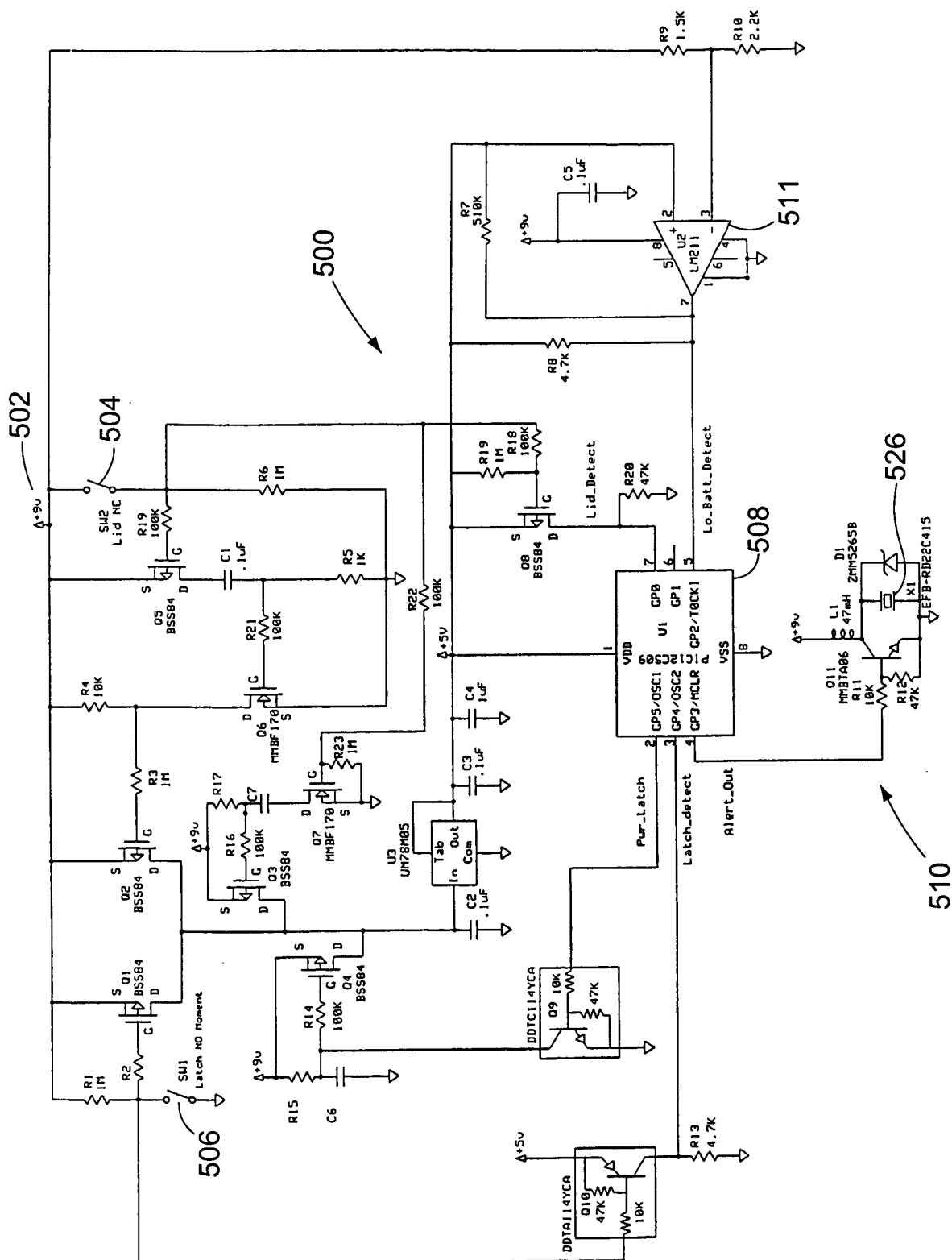


Figure 8

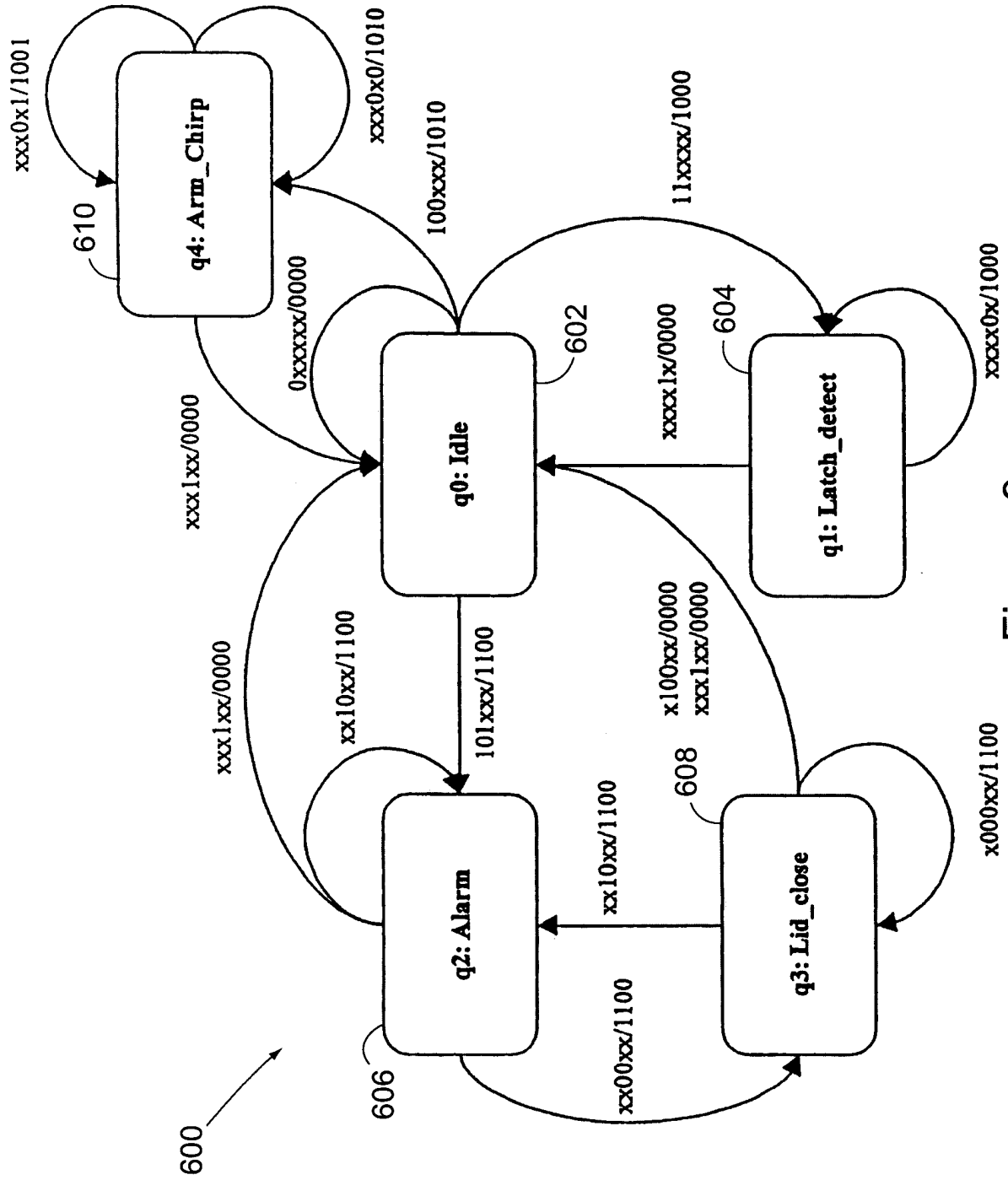


Figure 9

Current State q _n	Inputs					Next State q _{n+1}	Outputs				
	PWR	Latch_Det	Lid_Det	Alert_Timer	Latch_timer		Lo_Batt	Pwr_On	Alert	Chirp	Lo_Batt
q ₀ Quiescent Power_Down	0	x	x	x	x	x	q0	0	0	0	0
	1	0	0	x	x	x	q4	1	0	1	0
	1	0	1	x	x	x	q2	1	1	0	0
	1	1	x	x	x	x	q1	1	0	0	0
q ₁ Latch_detect	x	x	x	x	0	x	q1	1	0	0	0
	x	x	x	x	1	x	q0	0	0	0	0
q ₂ Alarm	x	x	0	0	x	x	q3	1	1	0	0
	x	x	1	0	x	x	q2	1	1	0	0
	x	x	x	1	x	x	q0	0	0	0	0
q ₃ Lid_close_Det	x	0	0	0	x	x	q3	1	1	0	0
	x	1	0	0	x	x	q0	0	0	0	0
	x	x	1	0	x	x	q2	1	1	0	0
	x	x	x	1	x	x	q0	0	0	0	0
q ₄ Arming_Chirp	x	x	x	0	x	0	q4	1	0	1	0
	x	x	x	0	x	1	q4	1	0	0	1
	x	x	x	1	x	x	q0	0	0	0	0

Figure 10

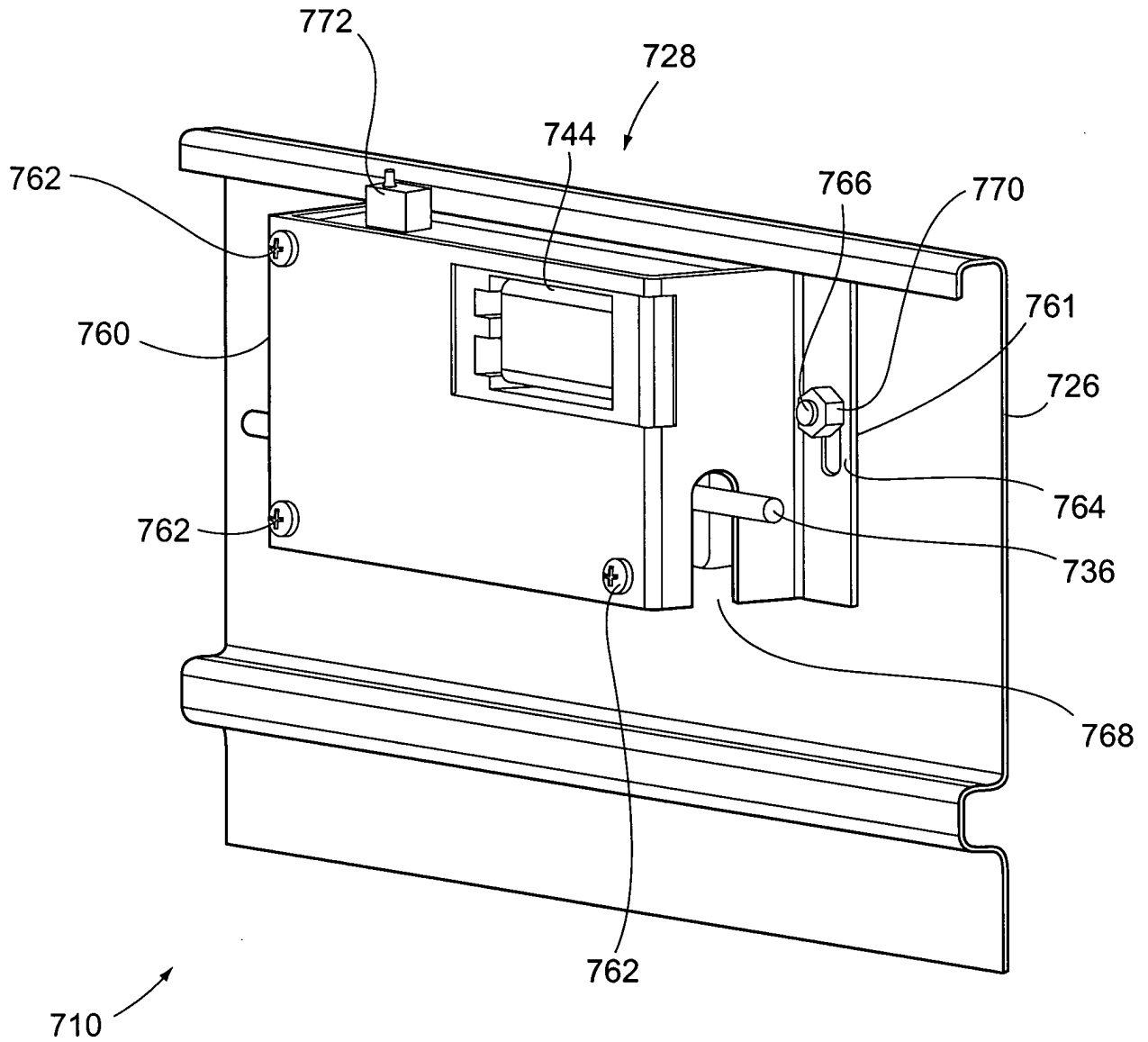


Figure 11